

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A television game ~~An apparatus for displaying a game an~~
~~object-image of a virtual world~~, comprising:

a game object-image generator for generating the game object-image by executing
a game operating an object-image generation program according to a game progression as
dictated by instructions from a user playing the game;

a selector for selecting an arbitrary part of said generated game object-image,
according to instructions from said user;

a transition information generator for generating transition information when said
game object-image is selected; and

a transition information storage for storing said transition information, wherein
the game object-image arbitrarily selected by said user is recoverable at a future
time according to the transition information stored in said transition information storage
and said game object-image generation program.

2. (Currently Amended) The television game object-image display ~~apparatus~~ as
claimed in claim 1, wherein

said game object-image generation program is stored in ROM, and
said transition information storage is a rewritable non-volatile memory.

3. (Currently Amended) The television game object-image display ~~apparatus~~ as

claimed in claim 2, wherein

said ROM and said rewritable non-volatile memory are accommodated in a device which is removable from a body of the television game ~~object image display~~ apparatus.

4. (Currently Amended) The television game ~~object image display~~ apparatus as claimed in claim 2, wherein

said ROM and said rewritable non-volatile memory are separately removable from a body of the television game ~~object image display~~ apparatus.

5. (Currently Amended) The television game ~~object image display~~ apparatus as claimed in claim 1, further comprising:

a recovery program for recovering the game ~~object image~~ arbitrarily selected by said user ~~by operating said object image generation program using the transition~~ information stored in said transition information storage as an operational parameter.

6. (Currently Amended) The television game ~~object image display~~ apparatus as claimed in claim 1, wherein

said game ~~object image~~ generator generates the game ~~object image~~ according to progress of a game which varies in response to instructions from the user.

7. (Currently Amended) The television game ~~object image display~~ apparatus as claimed in claim 1, wherein

said game ~~object image~~ is a two-dimensional image.

8. (Currently Amended) The television game ~~object image display~~ apparatus as claimed in claim 1, wherein

said game object-image is a three-dimensional image.

9. (Currently Amended) The television game object-image display apparatus as claimed in claim 7, wherein

said transition information includes coordinates and direction of an object and coordinates and direction of a viewpoint.

10. (Original) The object image display apparatus as claimed in claim 7, wherein said transition information is game progress information in a game.

11. (Currently Amended) A television game system for printing a game an-object image of a virtual world, comprising:

a game an-object-image processing apparatus for processing said game object image; and

a printer for printing the game object-image processed by said game object-image processing apparatus,

said game object-image processing apparatus

generating said game object-image by executing a game operating an-object-image generation program according to a game progression dictated by instructions from a user playing a game;

selecting an arbitrary part of said generated game object-image, according to instructions from said user;

generating transition information of a game an-object-image representing said selected arbitrary part of the game object-image; and

recovering the game object-image arbitrarily selected by said user by operating said game object-image generation program using said transition information as an operational parameter, and

said printer printing said recovered game object-image.

12. (Currently Amended) A television game system for printing a game an-object image, comprising:

a game an-object-image generator for generating the game an-object-image to be displayed and recovery data for the game object-image to be printed;

a recovery device for recovering the game object-image to be printed based on the recovery data supplied from said game object-image generator; and

a printer for printing the game object-image recovered by said recovery device, said game object-image generator

generating the game object-image to be displayed by executing a game operating an-object-image generation program, according to a game progression as dictated by instructions from a user playing the game;

selecting an arbitrary part of said generated game object-image, according to instructions from said user; and

generating transition information of a game an-object-image representing said selected arbitrary part of the game object-image as said recovery data,

said recovery device, with a program identical to said game object-image generation program stored therein, recovering the arbitrary game object-image selected

by said user by operating the program identical to the game object-image generation program using said transition information as an operational parameter, and

said printer ~~printing means~~ printing said recovered game object-image.

13. (Currently Amended) The television game object-image print system as claimed in claim 11, further comprising:

a display for displaying a plurality of game object-images recovered ~~by operating said object-image generation program~~ using said transition information as an operational parameter, as recovered game object-images; and

a recovered image selector for selecting an arbitrary recovered game object-image from the recovered game object-images displayed on said display according to instructions by the user, wherein

said printer is operable to print the selected recovered game object-image.

14. (Currently Amended) A method ~~of for~~ printing a game image of a virtual world an object-image in a television game, comprising the steps of:

generating a game an object-image by executing a game operating an object-image generation program according to a game progression dictated by instructions from a user playing the game;

selecting an arbitrary part of said generated game object-image according to instructions from said user;

generating transition information of a game an object-image representing said selected arbitrary part of the game object-image;

recovering the game object-image arbitrarily selected by said user ~~by operating~~
~~said object image generation program~~ using said transition information as an operational
parameter; and

printing said recovered game object-image.

15. (Currently Amended) The television game object image-print method as
claimed in claim 14, wherein

a plurality of game object-images recovered by executing the game operating-said
object image generation program are displayed using said transition information as the
operational parameter, as recovered game object-images;

an arbitrary recovered game object-image is selected from the recovered game
object-images displayed on said display, according to instructions by the user; and

said selected recovered game object-image is printed.

16. (Currently Amended) A recording medium with an executable [[a]] computer
program recorded thereon to control a game an-object-image generator for generating a
game of a virtual world an-object image in a television game,

said computer program causing said game object-image generator to execute the
steps of:

generating a game an-object-image by executing a game operating an-object-image
generation program according to a game progression as dictated by instructions from a
user playing the game;

selecting an arbitrary part of said generated game object-image, according to

instructions from said user; and

generating transition information of a game ~~an object-image~~ representing the arbitrary part of said selected game object-image, wherein

the game object-image arbitrarily selected by said user can be recovered at a future time according to the transition information stored in said transition information storage and said game object-image generation program.

17. (Currently Amended) The recording medium as claimed in claim 16, wherein said computer program further causes said game object-image generator to execute the steps of:

recovering the game object-image arbitrarily selected by ~~said user by operating said object-image generation program~~ using the transition information as an operational parameter; and

printing out said recovered game object-image.

18. (Currently Amended) The recording medium as claimed in claim 16, wherein said computer program further causes said game object-image generator to execute the steps of:

displaying a plurality of game object-images recovered by operating said game object-image generation program using said transition information as an operational parameter, as recovered game object-images;

selecting an arbitrary recovered game object-image from the recovered game object-images displayed on said display, according to instructions by the user; and

printing out said selected recovered game object-image.

19. (Currently Amended) The recording medium as claimed in claim 17, wherein said game object-image generator generates the game object-image according to progress of a game which varies in response to instructions from the user, based on said computer program.

20. (Currently Amended) A television game ~~[[An]]~~ apparatus for displaying a game an-object-image of a virtual world, comprising:

a game an-object-image generator for generating the game object-image by executing a game operating an-object-image generation program according to a game progression as dictated by instructions from a user playing the game;

a selector for selecting an arbitrary part of said generated game object-image according to instructions from the user;

a transition information generator for generating transition information when said game object-image is selected; and

a transition information storage for storing said transition information, wherein the game object-image arbitrarily selected by said user is recoverable after said game image object-generation program ends, according to the transition information stored in said transition information storage and said game object-image generation program.